# The Elf Game

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## Making a Character

Roll 3 6-Sided Dice and add the results together. Do this 6 times and then assign those Scores to:

**Strength Dexterity Constitution**
**Intelligence Wisdom Charisma**

These Ability Scores represent the chances that the Character will succeed or fail at an Action.

There are a few Scores which get Adjusted based on the Ability Scores.

| Ability | Adjustment |
|---|---|
| 3 | -4 |
| 4-5 | -3 |
| 6-7 | -2 |
| 8-9 | -1 |
| 10-11 | 0 |
| 12-13 | +1 |
| 14-15 | +2 |
| 16-17 | +3 |
| 18 | +4 |

- **Melee** = **Level** plus **Strength** Adjustment
- **Ranged** = **Level** plus **Dexterity** Adjustment
- **Armor Class** = Base of 10 minus **Constitution** Adjustment, then minus **Dexterity** Adjustment, then minus **Level**
- **Hit Points** = **Constitution** Adjustment plus **Level**. At each **Level** (including **Level** 0) Players roll 1D6 then add the result to their total **Hit Points**
- **Saving Throw** = **Constitution** Score plus **Wisdom** Adjustment plus **Level**

Characters go from **Level** 0 up to **Level** 3. The Referee determines when and why a given Character gains a **Level**.

When using a grid map, **Medium** Characters take up 1 Square (5 feet), and have **Speed** of 4 Squares (20 feet per Move). **Large** Characters have double that (2 Size, 8 Speed) while **Small** Characters have half (¼ Size, 2 Speed).

Classes:

- **Fighters** roll an additional D6 for **Hit Points** at each **Level** beyond 0 and may use their Actions in combat to Attack instead.
- **Tradesmen** subtract their **Level** from all non-Attack Ability Test rolls, and may use their Attacks in Combat to perform Actions instead.

Stances:

- **Magical** Characters may use Actions to cast **Spells.**
- **Mundane** Characters gain a +1 Adjustment to **Hit Points**, **Speed**, **Saving Throw**, **Melee** score and **Ranged** score, and a -1 to **Armor Class**.

## Playing the Game

One Player is the Referee. They're the one who runs the game, and decides what happens.

Actions are anything that a Character does which isn't Attacking, Defending, or Moving. **Spells** are a kind of Action. If an action has a chance of success and a chance of failure, you perform an Ability Test.

An Ability Test is made by rolling a D20 and subtracting any Adjustments. If the result is

***LESS THAN*** or ***EQUAL TO***

the Ability Score, the Test is successful. If the result is greater than the Ability Score, the Test fails. The D20 showing a number

**1 *is always a* Success *and* 20 *is always a* Failure**

The Referee determines what events happen, while the Test determines if the Action succeeds or fails.

Turns are broken down into Move, Attack, and Action. A Character can Move up to their Speed each Turn, which can be done at the same time as an Attack or Action. Each Turn lasts roughly 6 seconds, and Characters act in order of highest **Dexterity**. In cases where two or more Characters share a **Dexterity** score, they act simultaneously.

Attack Rolls are made by rolling a D20, subtracting the **Melee** or **Ranged** score, and comparing the result to the target's **Armor Class**. If the modified roll is Less Than or Equal To the **Armor Class**, the Attack is successful.

Attacks deal 1D6 in **Hit Point** Damage unless the weapon's description says otherwise.

If a Character wears armor of any kind, their **Armor Class** is Adjusted by -1 unless the armor's description says otherwise.

A Character may Defend rather than Attack during a Turn. This Adjusts their **Armor Class** by -1 until their next Turn.

If a Character wishes to resist a magical effect or is reduced to 0 **Hit Points**, rolling an Ability Test against their **Saving Throw** determines the outcome.

Characters can **Heal** 1 **Hit Point** by resting for around 8 hours.